

SPECIFICATION AMENDMENTS

Please amend the Abstract as follows:

~~Techniques are disclosed to produce virtual~~**Virtual** views of a complex scene **are produced for a user to view**. The virtual views are substantially free from aliasing even when using a relatively sparse set of images of the scene. In a described implementation, a scene is split into one or more coherent layers. The boundaries of the coherent layers are propagated across a plurality of frames corresponding to the scene. The splitting may be further refined (e.g., in accordance with user feedback) to present a virtual view of the scene.

Please amend the Specification at Para. [0069] as follows:

Fig. 15 illustrates an exemplary UI flow diagram **1500** for the pop-up light field construction. A sparse light field repository 1502 is accessed by a layer pop-up module 1504. The layer pop-up module 1504 receives instructions from a user input module 1506. A background construction module 1508 receives layer pop-up information from the layer pop-up module and user input from the user input module 1506 to construct the background layer. A foreground refinement module receives background construction information from the module 1508 and user input from the module 1506 to refine the foreground layer. The output of the foreground refinement module 1510 is stored in pop-up light field repository 1512 and then provided to a pop-up light field rendering module 1514. The user may receive information from the pop-up light field rendering module 1514 and utilize it to provide appropriate input to the modules 1504, 1508, and 1510 to improve the quality of the rendered image.

Please amend the Specification at Para. [0098] as follows:

The method 2200 is further discussed with reference to Figs. 23-25. Fig. 23 illustrates an exemplary sample image of a plaza. Fig. 24 illustrates an exemplary segmentation of a background layer of the image of Fig. 23 into four sub layers (or regions) using polygons 2402, 2404, 2406, and

2408. Fig. 25 illustrates an exemplary resulting background (**with sub layers 2502, 2504 and 2506**) corresponding to Fig. 24 wherein many missing pixels are filled.

Please amend the Specification at Para. [0137] as follows:

Fig. 30 illustrates an exemplary block diagram **3000** that shows further details of the system memory 2906 of Fig. 29, including the application programs 2928 and the program data 2932 to present the pop-up light field. In this implementation, the application programs 2928 includes, for example, a layer pop-up module 3002 (e.g., 1504 of Fig. 15), a coherence matting module 3004 (e.g., to implement the method 700 of Fig. 7), a background construction module 3006 (e.g., to implement the method 2200 of Fig. 22), a foreground refinement module 3008 (e.g., 1510 of Fig. 15), an interpolation module 3010 (such as discussed with reference to the layered rendering algorithm), an alpha modeling module 3012 (e.g., to implement the stage 710 of Fig. 7), a rendering module 3014 (e.g., to implement the real-time rendering of pop-up field), and a boundary propagation module 3016 (e.g., to implement the stage 704 of Fig. 7).